

12 EUROPEAN PATENT APPLICATION

21 Application number: 85110141.0

51 Int. Cl.<sup>4</sup>: G 06 F 12/08

22 Date of filing: 13.08.85

30 Priority: 24.08.84 US 643931

43 Date of publication of application:  
12.03.86 Bulletin 86/11

64 Designated Contracting States:  
DE FR GB

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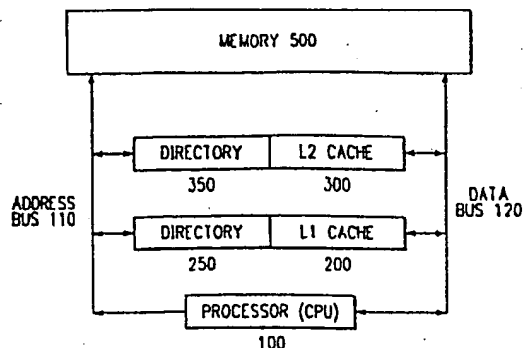
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64 Working set prefetch for level two caches.

57 In a computing system including a three level memory hierarchy comprised of a first level cache (L1), a second level cache (L2) and a main memory (L3), a working set history table is included which keeps a record of which lines in an L2 block were utilised when resident in the L2 cache through the use of tags. When this L2 block, or the material part thereof, is returned to main memory and is subsequently requested, only the lines which were utilised in the last residency are transferred to the L2 cache. That is, there is a tag for future use of a line based on its prior use during its last residency in the L2 cache.

FIG. 1



## WORKING SET PREFETCH FOR LEVEL TWO CACHES

The present invention relates to the improvement of the memory access time and memory access traffic in high performance processors with multiple levels of memory hierarchy.

Each processor in a high performance multi-processor computer system either shares with other processors, or owns privately, a multiple level memory hierarchy including a high speed but low capacity buffer, called a cache, and a low speed, but high capacity, main memory. Although the cache only contains a small portion of the data the processor recently used, it has a very high hit ratio that results in the average memory access time of the processor being significantly reduced. However, the performance of a cache is still limited by its size. If the main memory is far away, even if the processor misses its data in the cache only a few time, it has to wait for a long time until they are fetched from the main memory before it can resume its execution. One of the ideas to compensate for the misses is to have another level of cache implemented between the cache and the main memory. F. Sparacio, in the IBM Technical disclosure Bulletin, Vol. 21, No. 6, November 1978, sets forth a second level cache. If the cache that is closest to the processor is called a Level One (L1) cache, then the cache that is between L1 cache and the main memory is called a Level Two (L2) cache.

A L2 cache is slower than a L1 cache but has a larger storage capacity. Therefore, if the storage units of L1 and L2 caches are called respectively a line and a block, a block must be many times larger than a line in order to minimise the directory space of a L2 cache and to take advantage of the fact that the processor is very often accessing the memory locations sequentially. In a Full-Block L2 cache, when a memory access from the processor misses the L2 cache, (i.e., the block that contains the accessed data is not resident in L2 cache) a block must be transferred from the main memory to the L2 cache. However, when two or more misses to the L2

cache occur in close succession of memory accesses, the processor experiences a long delay. This kind of trailing edge effect is due to the large block size chosen for an L2 cache.

One way to minimise the delay caused by this effect without increasing the directory space is to use a Sectored Cache approach, an idea used in the cache of IBM System/360 Model 85 Machine. According to this idea, the allocation of storage in the L2 cache is still on a block basis, but only the portion of the block, usually the L1 line which is causing the miss, is fetched from the memory and loaded into the L2 cache. Compared to the performance of a L1 cache, a sectored cache certainly still holds a large working set of the programs being executed on the processor. However, when the processor switches to a new program and hence a new working set, both caches cause the same amount of misses. Because the sectored L2 cache is fetching the same amount of data as a L1 cache on a cache miss, it could have loaded a new working set faster had it not always been restricted to fetch only one or two lines per miss.

Compared to a L1 cache implemented in front of the main memory as before, a L2 cache has no significant difference in structure, in the way it is operated, and the interaction with the main memory. Any idea used for L1 caches may also be applied to L2 caches. There are many ways of loading the data from the memory to a L1 cache. U. S. Patent 3,588,829 to Boland et al sets forth a memory hierarchy of a cache and a main memory. Using the buses between the cache and the main memory as buffers and interleaved memory, the memory hierarchy allows multiple fetches or stores to occur in parallel. U. S. Patent 4,317,168 to Messina et al sets forth a cache organisation arranged so that line fetches from the memory and replacement of changed lines from the cache can occur in parallel. Both references concentrate on the concurrency of accesses to the memory hierarchy. On the other hand, all of the afore-mentioned loading schemes proposed are on a demand basis, in a sense that a line is loaded to the cache only if it caused a miss. U. S. Patents

3,735,360 and 3,771,137 set forth a Store-in cache for which any line can be loaded to the cache on a miss and any change made to a line is kept in the cache until the line is replaced from the cache.

U. S. Patent 4,442,487 sets forth a three level memory hierarchy in a multiprocessor system such that each processor has, in addition to a private L1 cache and a private L2 cache, a shared cache at each level. The emphasis is on the effectiveness of sharing of data among the processors in a multi-processor system.

What the present invention provides is, a computing system including a processor operative with a three level memory hierarchy comprised of a first level cache, a second level cache and a main memory, with the main memory storing a plurality of sets of information, with each set of information comprised of subsets of information, with the second level cache storing subsets of information, and including usage tables, characterised in that

a usage table is operative with the main memory and the second level cache, in which is stored usage information relative to the subset usage of each set of information presently or previously resident in the second level cache, such that when a given set of information is returned main memory from the second level cache, and a given subset thereof is subsequently requested for transfer back to the second level cache, that subset together with only the subsets of the given set which were utilised, during the given set's last residency or last partial residency in the second level cache, are transferred back to the second level cache from the main memory.

The sets and subsets of information can be said to be comprised of blocks and lines of information, respectively, and the unit of data requestable by the processor is a double word, a request for a double word, the line containing which is not resident in the first level cache, causes that line to be requested from the second level cache and an entry to be made relative thereto, in the usage table,

so that the usage table compiles a history of the line traffic between the two caches but organised in terms of the block organisation of main memory.

The line capacity of the usage table can be expected to be finite but greater than the line capacity of the L2 cache, both caches and the usage table being maintained on a least-recently used, cast-out basis.

The present invention also provides a method of operating a computer system comprised of at least a processor and a three level memory hierarchy, including a main memory at memory level three in which sets of information are stored at addressable locations, with each set of information being comprised of subsets of information, an L2 cache at memory level two in which a given number of sets of information previously transferred from the main memory are stored, a table operative with the main memory and the second level cache, in which is stored usage information relative to the subset usage of each set of information presently or previously resident in the second level cache, and an L1 cache at memory level one in which a given number of subsets of information previously transferred from the L2 cache are stored, the method comprising the steps of:

interrogating by the processor, to access a given subset of information, the L1 cache, and if the subset is stored therein, accessing same, and if not;

interrogating by the processor, to access the given subset of information, the L2 cache, and if the subset is stored therein, transferring same to the L1 cache, and if not;

interrogating by the processor, to access the given subset of information, the main memory, with the given subset of information, including any other subsets in the same set of information that had

previously utilised in a previous residency in the L2 cache, being transferred to the L2 cache; and

transferring the given subset of information to the L1 cache from the L2 cache for access by the processor.

None of the prior art patents teach loading multiple lines into a cache to help the processor build its working set, while at the same time being concerned about the traffic between the cache and the main memory, while the present invention addresses just this problem and is based on a sectorised L2 cache. On a block miss at the L2 cache, a line in the block is fetched according to its prior use during the last residency of the block in the L2 cache. Since programs running on a processor tend to repeatedly use the same set of locations in a memory segment from time to time, the theory of this arrangement is that it provides a way to guess accurately, on a block miss, exactly which subset of lines in the block will soon be used by the processor. This form of L2 cache can be said to be more

intelligent in the sense that it remembers the usage of lines in each block so that memory traffic is greatly reduced because not all the lines in the block are brought in. On the other hand, it helps the processor to recreate the working set as soon as a block is reactivated. Thus, the memory access time is significantly reduced.

Put another way, the arrangement provides an intelligent way for a processor to fetch data from its main memory to the L2 cache. The idea is to keep a record of which lines in a block were previously used. When a block is returned to the main memory and is subsequently missed, only the lines which were used in the last residency in the L2 cache, are then transferred to the L2 cache. One of the realisations of the idea is an implementation of a Working Set History Table (WSHT) next to a sectorised L2 cache. The organisation and operations of the sectorised L2 cache are the same as normal, except for the interface with the WSHT. The structure of a

WSHT is similar to the directory of the sectorized cache but larger. The WSHT contains a set of block identifiers (ID) recently used by the processor and a use bit per line in a block. Since the WSHT is a finite table, replacement of block usage is necessary, and is on a Least-Recently-Used (LRU) basis. An access to the L2 cache is sent in parallel to the WSHT to update the line usage in the accessed block. On a block miss in the L2 cache, if the block ID, and hence its working set history, is also found in the WSHT, any line in the block with the use bit on is loaded from the memory to the L2 cache. Otherwise, the block ID is stored in the WSHT and only the line causing the block miss is loaded into the L2 cache.

The present invention will be described further by way of example with reference to an embodiment of the invention as illustrated in the accompanying drawings in which:-

FIG. 1 is a diagram of a computer system with three levels of memory hierarchy;

FIG. 2 is a diagram of three levels of memory hierarchy with a Working Set History Table (WSHT) next to the L2 cache;

FIG. 3 is a diagram of an L2 cache addressing scheme with a 24-bit memory address and assumed cache structures;

FIG. 4 is a diagram of an WSHT addressing scheme with a 24-bit memory address and assumed table structures;

FIG. 5 is a diagram of an entry in the L2 cache directory;

FIG. 6 is a diagram of an entry in the WSHT directory;

FIG. 7 is a block diagram of an L2 cache with an interface to the WSHT;

FIG. 8 is a block diagram of an WSHT and an interface to the directory of the L2 cache;

FIG. 9 is a diagram of the line validity update logic in an L2 cache; and

FIG. 10 is a diagram of the line usage update logic in the WSHT.

The described data processing system includes a processor 100, and its associated three levels of memory hierarchy, namely, a Level One (L1) cache 200 and its directory 250, a Level Two (L2) cache 300 and its directory 350, and main memory 500. The memories are connected to each other and to the processor through a single (or multiple address) bus structure 110 for transfer of addresses of memory requests, and connected through data bus structure 120 for transfer of changed or requested data. In general, any memory request, either a store or fetch, is first sent through the address bus 110 to the L1 cache, then secondly to the L2 cache, and then thirdly to the main memory. A search through the memory hierarchy terminates at the level where the requested data is found. Before describing the system operation, certain terms used are set forth below. The size of a memory request, which refers to a fixed number of bytes in the memory, is fixed and is called an access unit. Although the invention does not require a specific access unit, for convenience, it is assumed that, in the described embodiment, all the memory accesses are on a double-word (DW) basis. The storage unit of the L1 cache is called a Line which can hold a consecutive section of data in the memory. The L1 cache directory holds an entry for each line presently in the L1 cache. It also maintains a replacement order of the lines in the cache such that, when the cache is full and a line is moving in, the least-recently-used line is to be replaced. The storage unit of the L2 cache is called a block which is assumed to be many times bigger than a line in L1 cache. The line and block containing the current DW memory access are



respectively called the accessed line and the accessed block. A Full Block L2 cache, which moves whole blocks of data in and out of the cache on a cache miss, is the same as the L1 cache in both structure and operation. A Sectored L2 cache is slightly different. Although the allocation of cache storage and replacement of data are still on a block basis, the loading of data is only on a line basis. If the accessed block is currently not in the L2 cache, only one or a few lines, but not all of the lines, in the block are loaded into the L2 cache. This is called a block miss. When there is a block miss, or when the accessed block is found in the L2 cache but the line containing the memory request is not, the current memory request generates a line miss.

There are two ways of maintaining the consistency of copies of data in both a cache and its next level of storage. In a Store-in cache, the latest copy of a changed line is only kept in the cache until the whole line is displaced from the cache to return to the next level. In a Store-through cache, both the cache and its next level keep, from time to time, the latest copies of all data changed by the processor. This requires any data store to update both the cache and the next level, but if the data is found in a store-in cache there is no need to update the next level. Again for convenience, assume a store-through L1 cache and a store-in L2 cache are used in the described embodiment. Detailed descriptions of store-in caches and the replacement logic are described in U. S. Patents 3,735,360 and 3,771,137. A detailed description of a store-through cache is set forth in an article by C. J. Conti entitled, "Concepts for Buffer Storage", published in the IEEE Computer Group News, March 1969, Page 9-13. The structure and operation of a sectored cache is described in J. S. Liptay's article in the IBM System Journal Vol. 7 #1, 1968, Page 15-21. Therefore, they are not described in detail herein.

Referring now to FIG. 2, a working Set History Table (WSHT) 400 is implemented next to the L2 cache of the computer system of FIG. 1.

The WSHT contains no data storage, but rather a table of all the identifiers (IDs) of recently used blocks with their line usage, as will be described hereinafter. Essentially, the WSHT is similar to an L2 cache directory, except for the interface 450 to the L2 cache directory. For any memory access of the L2 cache, the same access address is also sent to the WSHT. If the ID of the accessed block is found in the WSHT, the use bit of the accessed line in the block is updated. Otherwise, the least-recently-used block ID is replaced by the currently accessed block ID and the use bit for the accessed line in the block is turned on. When the L2 cache detects a block miss, it signals the WSHT, via interface 450, to see if the block ID is in the table. If the block ID is found in the WSHT, all the lines with use bits on are fetched to the L2 cache, except for the line causing the miss, for which the fetch request has already been sent out earlier through the normal operation of the sectorized L2 cache.

FIG. 3 shows how the fields in a 24-bit address of a memory access are used to address different components in the L2 cache. Under the assumptions taken for the structures of the L1 and L2, Field A (bits 0-5) is the ID of current accessed block and is used to compare the block IDs in the cache directory and, if the block is not resident, is to be stored in the directory. Field B (bits 6-14) is the column address of the L2 cache. Field C (bits 15-16) is the line number of the accessed line in the block. Field D (bits 17-20) is the current DW access in the line.

FIG. 4 shows how the same 24-bit address is broken down into fields, though of different individual sizes, for use by the WSHT. Fields A' (bits 0-3) is the block ID. Field B' (bits 4-14) is the column address. Field C (bits 15-16) is the line number of the accessed line in the block. Field D (bits 17-20) is the current DW access in the line.

Fields A and A' both refer to the currently accessed block in the L2 cache.

FIG. 5 shows a representative entry in the L2 cache directory. The entry contains a block ID (A) corresponding to Field A in FIG. 3, and a validity bit for each line in the block indicating if the line is currently loaded in the L2 cache or not.

FIG. 6 shows a representative entry in the WSHT. The entry contains a block ID (A') corresponding to Field A' in FIG. 4, and a use bit for each line in the block indicating if the line was ever used by the processor during the last residence of the block in L2 cache.

The detailed operation of the L2 cache and the WSHT will now be described, making reference to FIG. 7 which is a detailed block diagram representation of the L2 cache 300, its associated cache directory 350, and the interface 450 with the WSHT 400. A typical 4-way set associative organisation for the directory, update/replace array and control logic. The L2 cache 300 includes a Double-Word (DW) Input Gating Network 301, a DW Output Gating Network 302, an OR gate 303 and a Data Bus In 305. The cache directory 350 includes an Address Input Gating network 351, An Address Compare Network 352 and Line Indicator Logic 353. The Update/Replace Array is comprised of a Replacement Array 355, Update/Replace Logic 356, Address Gating Networks 357 and 358, and Line Validity Update Logic (LVUL) 370.

The address of a memory access on bus 110 from the processor 100 is used to address the directory and the replacement array according to Fields A and B described relative to FIG. 3. Block ID (A) is provided to the address input gating network 351 and the address compare logic 352. Column address B is provided at 354 to the directory 350 to select which column of block IDs is to be compared. By performing a power of two computation, the line indicator 353 takes the line number C and converts it into the line position C' in a block. For example, for the third line of a block, C='10' and C'='0100'. First, the entries E, F, G and H in the column pointed to by B are simultaneously read out to the compare logic 352 to compare with A. The access generates a block hit if one of them

compares. Furthermore, it generates a line hit if the validity bit of C' is on. At the same time, the data corresponding to blocks E, F, G and H are read out to the output gating network 302. The result of the comparison at the compare logic is sent, via bus 361, to the cache, if it is a line hit, for a fetch access, the DW in line C of block A will be gated via OR gate 303 to the Data Bus Out 306 and via the data bus 200 to the L1 cache or the processor, and for a data store, the stored DW is sent to the cache, via bus 200 and the Data Bus In 305 to the DW input gating 301. The changed block will be cycled back to the cache 300. If block A is in the cache but the accessed line C is not, i.e., the validity bit of C is off in the directory, a line miss is generated and the request is sent to the main memory. The missed line will be loaded into the cache via the DW input gating network 301. If none of the blocks compare, a block miss is generated and a load request of the accessed line is sent to the main memory. At the same time, a signal is sent, via the interface 450, to WSHT to check if some other lines in the missed block are to be loaded to the cache. A detailed description of the Least-Recently-Used replacement logic 355-358 is set forth in U. S. Patent 4,008,460. The update logic 356 reads the current replacement status 355 of the blocks in the column pointed to by Field B. If block A is missing, the status indicates which one is to be replaced to make space for A. The updated block IDs in the column are stored in the address gating network 357 until the use bits from the WSHT are received at LVUL 370 over line 451. The new entry for block A with its validity bits is stored in the address gating network 358 to be sent to the address input gating network 351 to finally update the cache directory. Whether block A is missing or not, the replacement array is updated so that block A is currently the most-recently-used block in the column.

The major components of the WSHT are similar to those of the L2 cache directory except for the interface logic. The WSHT includes a table 400 of all the IDs of the recently used blocks. An entry in

the WSHT is comprised of a block ID and a use bit for each line in the block. For a L2 cache access, the address is also sent to the WSHT via bus 110. All the block IDs in the column pointed to by Field B' at 402 are simultaneously read out to be compared with Field A' at the Address Compare Logic 405. Field C, the line indicator 403 and the line position C' are the same as those shown in FIG. 7. If block A' is in the column and the use bit for line C is on, the entry remains unchanged. If block A' is in the column but the use bit of line C is off, a line miss is generated. If no block ID in the column compares, a block miss is generated and the result is sent to the update/replace logic 420 via bus 407. The Update/Replace logic, once activated, reads the current replacement status of the column pointed to by Field B. If A' causes a WSHT block miss, the replace logic replaces the least-recently-used block ID by A' as specified by the replacement array 410, turns on C in the entry for A' and stores the newly used block A' in the address gating network 421. If the access only causes a line miss, the update logic simply turns on the C' bit in the entry for A'. If current L2 cache access causes a L2 block miss, the interface logic 450 in the L2 cache directory will signal the WSHT to send, via network 451, the use bits for the missed block to the L2 cache directory. Detailed logic of the Line Usage Update 430 will be described later. Block ID (A') together with its line usage are stored in the address input gating 422 and are transferred to the address input gating 406 to update the WSHT 400. Whether there is a WSHT block miss or not, the update logic in 420 will set A' to be the most-recently-used block in the column in the replacement array 410.

FIG. 9 illustrates in greater detail the Line Validity Update Logic (LVUL) 370, shown generally in FIG. 7, indicating the manner in which the validity bits of a block are updated on a line or block miss. All the addresses are from the address gating network 357 in FIG. 7. On a line miss, the set of validity bits V 371 of block A is merged with C' of missed line through the OR gate 372 and the

result is stored in a validity buffer V' 373. On a L2 block miss, the buffer V' is overwritten by the use bits U through 451. In either case, the content of the validity buffer 373 is merged with the block ID A to form a directory entry 374 and is sent to the address gating network 358 in FIG. 7.

FIG. 10 illustrates in greater detail the Line Usage Update Logic (LVUL) 430, shown generally in FIG. 6, indicating the manner in which the use bits of a block are updated on a WSHT line or block miss. All the addresses are from the address gating network 421 in FIG. 8. If block ID A' is missing from the WSHT, the set of its use bits U 431 is sent to zero through the AND gate 432 and the result is stored in buffer U' 433; otherwise U is sent to U' 433 directly. Thereafter, the use bits U' 433 are merged with C' of the accessed line via the OR gate 434 and the result is stored in another bit buffer U' 435. If no signal is received from the L2 cache indicating that block A is missing, the content of U' is merged with block ID A', and is sent to the address gating network 422 in FIG. 8. If block A is missing in the L2 cache, the set of use bits U' is sent to the LVUL 370 in the L2 cache directory via bus 451. A WSHT entry is constructed, by merging A' and C', and is sent to the address gating 422 in FIG. 8.

In summary, a scheme of fetching lines from the main memory to blocks in a L2 cache, in a memory hierarchy of a data processing system, has been disclosed. The scheme is based on the previous usage of lines in the L2 blocks and is implemented by use of a Working Set History Table (WSHT). Compared to the Sector Cache approach, the scheme is found, in non-specialised circumstances, to increase substantially the cache hit ratio, and compared with the Full Block Cache approach, also substantially to reduce the traffic between the main memory and the L2 cache in the system. Overall, the arrangement hereof is considered to provide an improved memory access time for a computing system.

There has been described, a computing system including at least one processor operative with a three level memory hierarchy comprised of a L1 cache at a first memory level, a L2 cache at a second memory level and a main memory at a third memory level, with the main memory storing a plurality of sets of information at addressable memory locations, with each set of information being comprised of subsets of information comprised of binary bits with each subset of information including a usage bit, indicative when in a first state the subset of information has been previously used by the computing system and when in a second state the subset of information has not been previously used by the computing system, with the L2 cache storing sets and subsets of information transferred from the main memory, and the L1 cache storing subsets of information transferred from the L2 cache, the improvement comprising: a history table operative with the main memory and the L2 cache, in which is stored usage information relative to the subset usage of each set of information presently or previously resident in the L2 cache, such that when a given set of information is transferred back to the main memory from the second level set cache, the usage bit for each subset in the set is set to the first or second state in accordance with whether or not the subset was used during its residency in the L2 cache, and when a given subset in a given set of information is requested for transfer to the L2 cache from the main memory, the given subset and any other subsets in the given set of information whose usage bit is in the first state, indicative of previous usage, are transferred to the L2 cache from the main memory.

CLAIMS

1. In a computing system including a processor (100) operative with a three level memory hierarchy comprised of a first level cache (L1; 200), a second level cache (L2; 300) and a main memory (500), with the main memory storing a plurality of sets of information, with each set of information comprised of subsets of information, with the second level cache storing subsets of information, and including usage tables, characterised in that

a usage table is operative with the main memory and the second level cache, in which is stored usage information relative to the subset usage of each set of information presently or previously resident in the second level cache, such that when a given set of information is returned main memory from the second level cache, and a given subset thereof is subsequently requested for transfer back to the second level cache, that subset together with only the subsets of the given set which were utilised, during the given set's last residency or last partial residency in the second level cache, are transferred back to the second level cache from the main memory.

2. A system as claimed in claim 1, wherein the sets and subsets of information are comprised of blocks and lines of information, respectively, and the unit of data requestable by the processor is a double word, a request for a double word, the line containing which is not resident in the first level cache, causes that line to be requested from the second level cache and an entry to be made relative thereto, in the usage table, so that the usage table compiles a history of the line traffic between the two caches but organised in terms of the block organisation of main memory.

3. A system as claimed in either preceding claim in which the line capacity of the usage table is finite but greater than the line capacity of the L2 cache, both caches and the usage table being maintained on a least-recently used, cast-out basis.



4 A method of operating a computer system comprised of at least a processor and a three level memory hierarchy, including a main memory at memory level three in which sets of information are stored at addressable locations, with each set of information being comprised of subsets of information, an L2 cache at memory level two in which a given number of sets of information previously transferred from the main memory are stored, a table operative with the main memory and the second level cache, in which is stored usage information relative to the subset usage of each set of information presently or previously resident in the second level cache, and an L1 cache at memory level one in which a given number of subsets of information previously transferred from the L2 cache are stored, the method comprising the steps of:

interrogating by the processor, to access a given subset of information, the L1 cache, and if the subset is stored therein, accessing same, and if not;

interrogating by the processor, to access the given subset of information, the L2 cache, and if the subset is stored therein, transferring same to the L1 cache, and if not;

interrogating by the processor, to access the given subset of information, the main memory, with the given subset of information, including any other subsets in the same set of information that had previously utilised in a previous residency in the L2 cache, being transferred to the L2 cache; and

transferring the given subset of information to the L1 cache from the L2 cache for access by the processor.

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FIG. 1

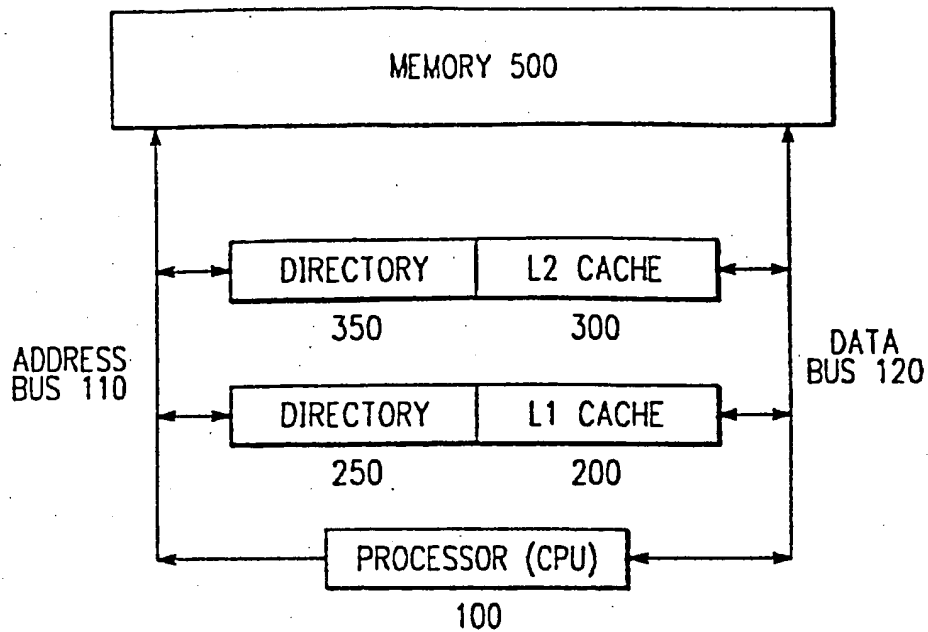


FIG. 2

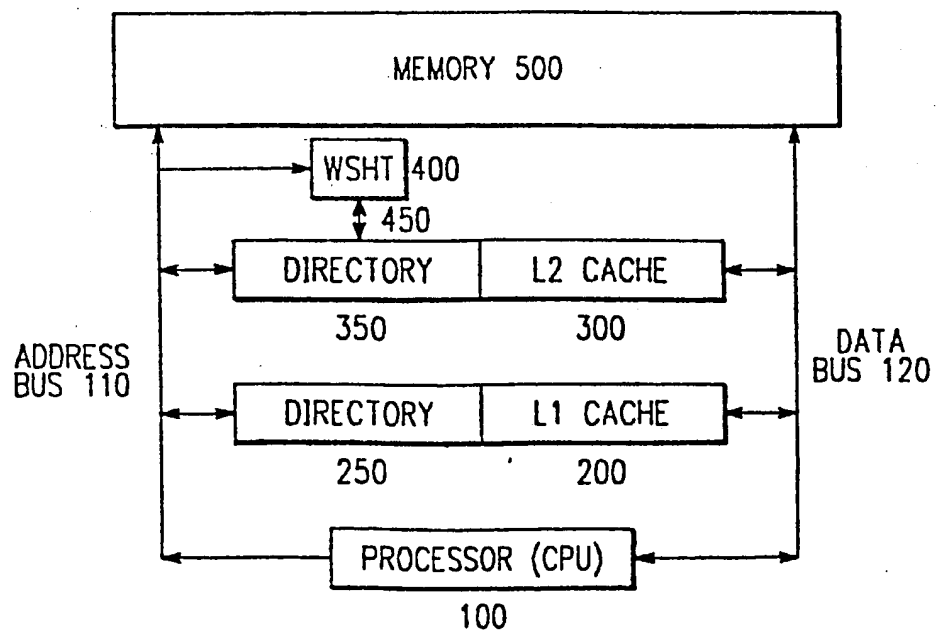
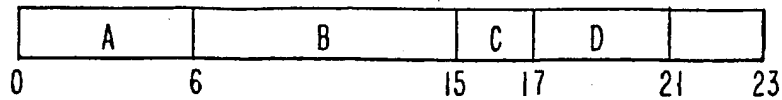


FIG. 3



FIELD A : BLOCK ID IN L<sub>2</sub> CACHE (0-5)

B COLUMN ADDRESS (6-14)

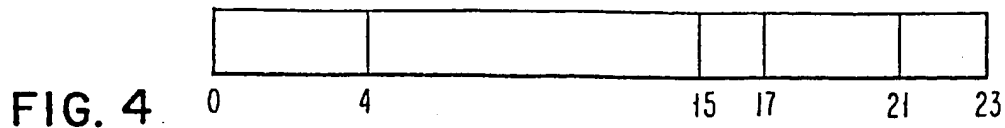
C LINE ID IN BLOCK (15-16)

D DOUBLE WORD ID IN LINE (17-20)

#### ASSUMPTIONS

- 24 BIT ADDRESSING (0-23)
- 8 BYTES (DOUBLE WORD, DW) PER MEMORY ACCESS FROM CPU
- L<sub>1</sub> CACHE STORE-THRU  
128 BYTE LINE SIZE
- L<sub>2</sub> CACHE 512 BYTE BLOCK SIZE  
(1 BLOCK HOLDS 4 LINES)  
4 WAY SET ASSOCIATIVE  
512 COLUMNS  
SECTORED CACHE  
HOLD 1024 BLOCKS,  
A TOTAL CAPACITY OF 1  
MEGA BYTES.

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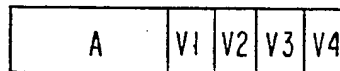


FIELD A' : BLOCK ID IN WSHT (0-3)  
 B' : COLUMN ADDRESS (4-14)  
 C : LINE ID IN BLOCK (15-16)

SAME ASSUMPTIONS AS IN L<sub>2</sub> CACHE ADDRESSING IN  
 IN FIGURE EXCEPT

- 2048 COLUMNS
- HOLDS 8192 BLOCK, I.E., REMEMBER  
 8192 - BLOCK WORKING SET HISTORY.

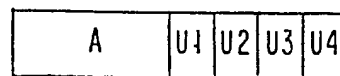
FIG. 5



A : BLOCK ID IN L<sub>2</sub> CACHE

V<sub>i</sub> : VALIDITY BIT OF LINE i

FIG. 6



A' : BLOCK ID IN WSHT

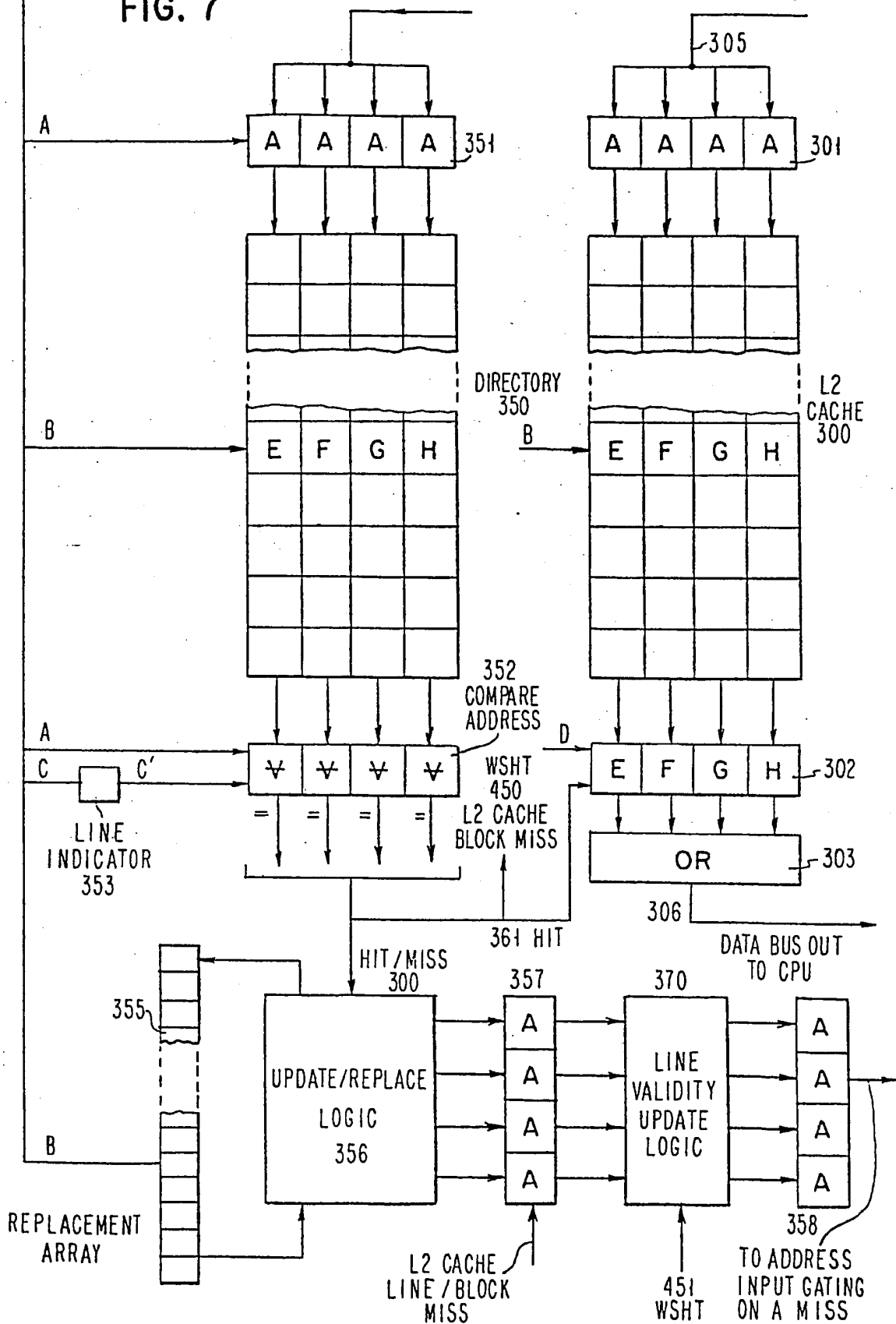
U<sub>i</sub> : USAGE BIT OF LINE i

ACCESS ADDRESS  
FROM CPU  
110

FIG. 7

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ADDRESS INPUT GATING  
(FROM LINE VALIDITY UPDATE LOGIC)

DATA BUS IN  
FROM CPU



ACCESS ADDRESS  
FROM CPU

FIG. 8

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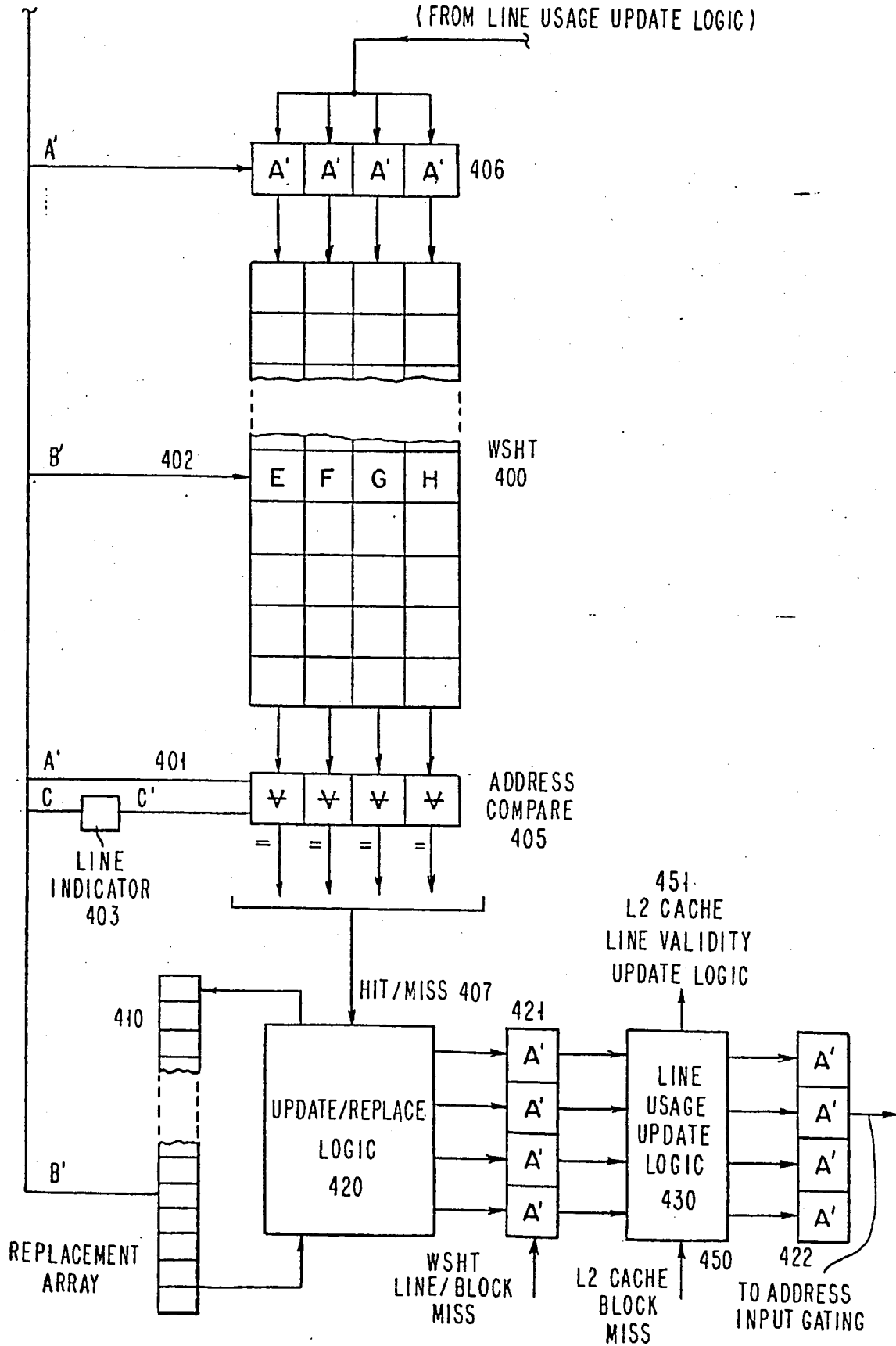
ADDRESS INPUT GATING  
(FROM LINE USAGE UPDATE LOGIC)

FIG. 10

